Fig. 1

Fig. 2

音源機器 10

ラジオ 11
CD プレーヤ 12
CD チェンジャ 13
MD チェンジャ 14
他の機器 15

メインCPU 20

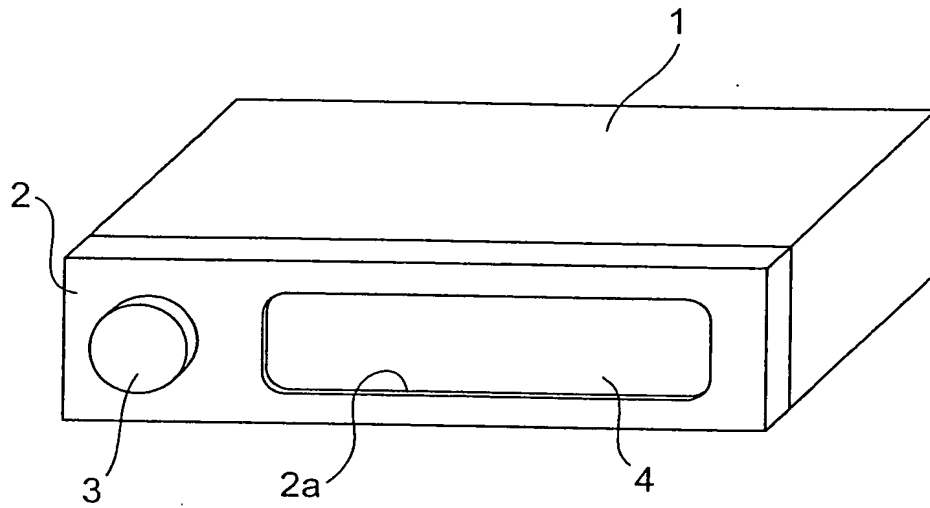インターフェース回路 30

ディスプレイ・タッチセンサ 4

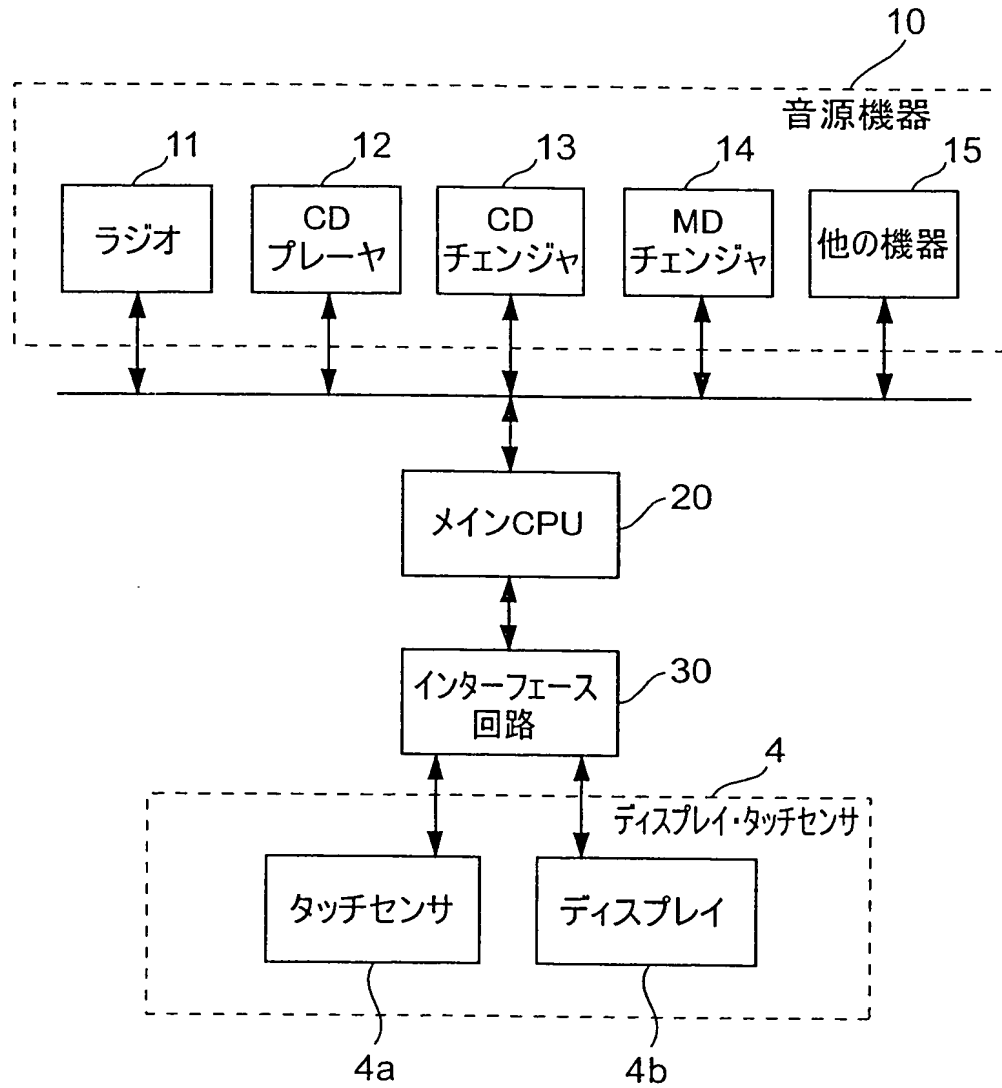タッチセンサ 4a
ディスプレイ 4b

Fig. 2

10 SOUND SOURCE DEVICE

11 RADIO

12 CD PLAYER

13 CD CHANGER

14 MD CHANGER

15 OTHER DEVICE

20 MAIN CPU

30 INTERFACE CIRCUIT

4 DISPLAY TOUCH SENSOR

4a TOUCH SENSOR

4b DISPLAY

Fig. 4

START

S1 TOUCH DETECTED?

S2 ON SYMBOL 41?

S3 PREDETERMINED TIME ELAPSED?

S4 STORE CD NUMBER IN REGISTER

S5 BLINK SYMBOL 41

S6 DRAGGED?

S7 DETECT TOUCH POSITION

S8 MOVE SYMBOL 41 IN TOUCH POSITION

S9 DRAG STOPPED?

S10 ON SYMBOL 42?

S11 BLINK SYMBOL 42

S12 LOAD CD OF CD NUMBER OF REGISTER

S13 REPEAT REPRODUCTION

S14 REPRODUCTION STOPPED?

S15 UNLOAD CD

S16 PREDETERMINED TIME ELAPSED?
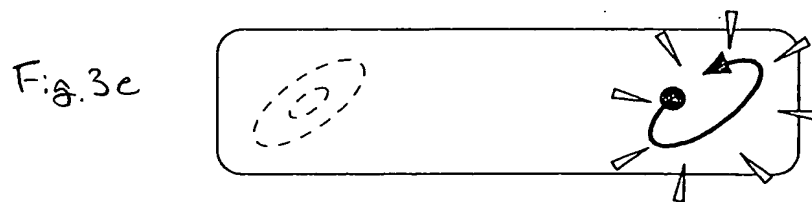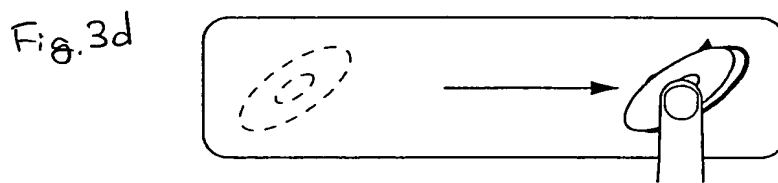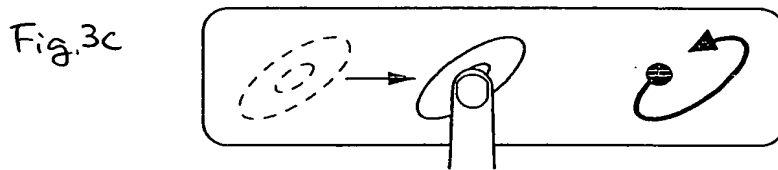
S17 CLEAR REGISTER
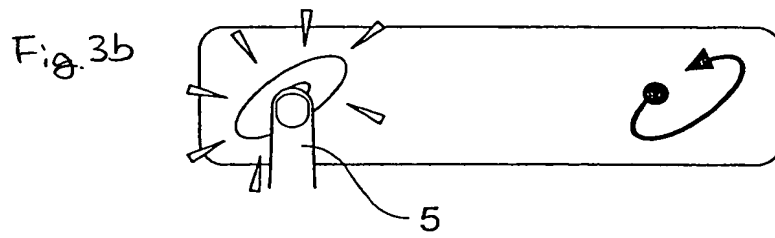
S18 OTHER PROCESSING

Fig.3a

41

42

4

Fig.3b

5

Fig.3c

Fig.3d

Fig.3e

Fig. 4

```
                    ┌──────────┐
                    │  スタート  │
                    └──────────┘
                         │
          ┌──────────────┤
          │              ▼
          │        ╱────────────╲  S1
          │      ╱   接触検出？    ╲──── N ──────────────┐
          │      ╲               ╱                       │
          │        ╲────────────╱                        ▼
          │              │ Y                        ╔═══════════╗ S18
          │        ╱────────────╲  S2                ║  他の処理   ║
     ◄─ N ┤      ╱  シンボル41上？  ╲                  ╚═══════════╝
          │      ╲               ╱                        │
          │        ╲────────────╱                         │
          │              │ Y                              │
          │        ╱────────────╲  S3                     │
     ◄─ N ┤      ╱ 所定時間経過？  ╲                        │
          │      ╲               ╱                        │
          │        ╲────────────╱                         │
          │              │ Y                              │
          │      ╔═══════════════════╗                   │
          │      ║ レジスタにCD番号ストア ║ S4               │
          │      ╚═══════════════════╝                   │
          │              │                                │
          │      ╔═══════════════════╗                   │
          │      ║   シンボル41点滅    ║ S5                │
          │      ╚═══════════════════╝                   │
          │              │                                │
          │              ▼◄──────────────────────────┐   │
          │        ╱────────────╲  S6                 │   │
          │      ╱   ドラッグ？    ╲──── N ──┐          │   │
          │      ╲               ╱          ▼          │   │
          │        ╲────────────╱     ╱────────────╲ S16 │   │
          │              │ Y        ╱ 所定時間経過？ ╲─ N ─┘   │
          │     ┌───────►│          ╲              ╱          │
          │     │  ╔═══════════════╗ ╲────────────╱           │
          │     │  ║   接触位置検出   ║ S7    │ Y               │
          │     │  ╚═══════════════╝ ╔═══════════════╗ S17    │
          │     │         │          ║  レジスタをクリア  ║       │
          │     │  ╔═══════════════╗ ╚═══════════════╝        │
          │     │  ║ シンボル41を接触位置に移動 ║ S8   │          │
          │     │  ╚═══════════════╝         └──────────────┤
          │     │         │                                 │
          │     │   ╱────────────╲  S9                      │
          │  ◄─ N┤ ╱  ドラッグ停止？  ╲                        │
          │     │  ╲              ╱                          │
          │     │   ╲────────────╱                          │
          │     │         │ Y                               │
          │     │   ╱────────────╲  S10                     │
          │     └─ ╱ シンボル42上？ ╲──── N ──────────────────┤
          │        ╲              ╱                          │
          │         ╲────────────╱                          │
          │              │ Y                                │
          │      ╔═══════════════╗ S11                      │
          │      ║   シンボル42点滅   ║                        │
          │      ╚═══════════════╝                          │
          │              │                                  │
          │      ╔═══════════════════╗ S12                  │
          │      ║ レジスタのCD番号の    ║                      │
          │      ║ CDをローディング     ║                      │
          │      ╚═══════════════════╝                      │
          │              │◄────────┐                        │
          │      ╔═══════════════╗   │ S13                  │
          │      ║   リピート再生    ║   │                      │
          │      ╚═══════════════╝   │                      │
          │              │           │                      │
          │        ╱────────────╲    │ S14                  │
          │      ╱   再生停止？    ╲─ N ┘                      │
          │      ╲              ╱                            │
          │        ╲────────────╱                           │
          │              │ Y  S15                            │
          │      ╔═══════════════╗                          │
          │      ║ CDをアンローディング ║                        │
          │      ╚═══════════════╝                          │
          │              │                                  │
          └──────────────┴──────────────────────────────────┘
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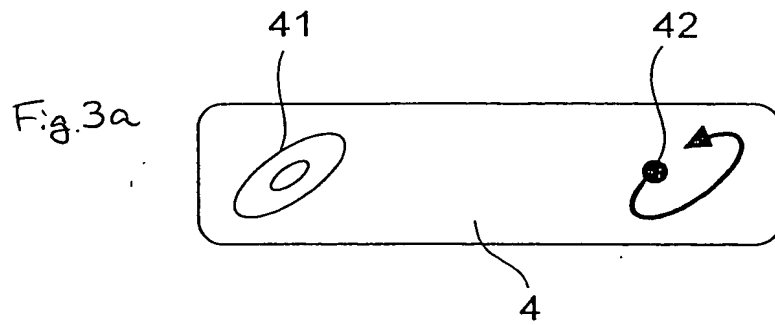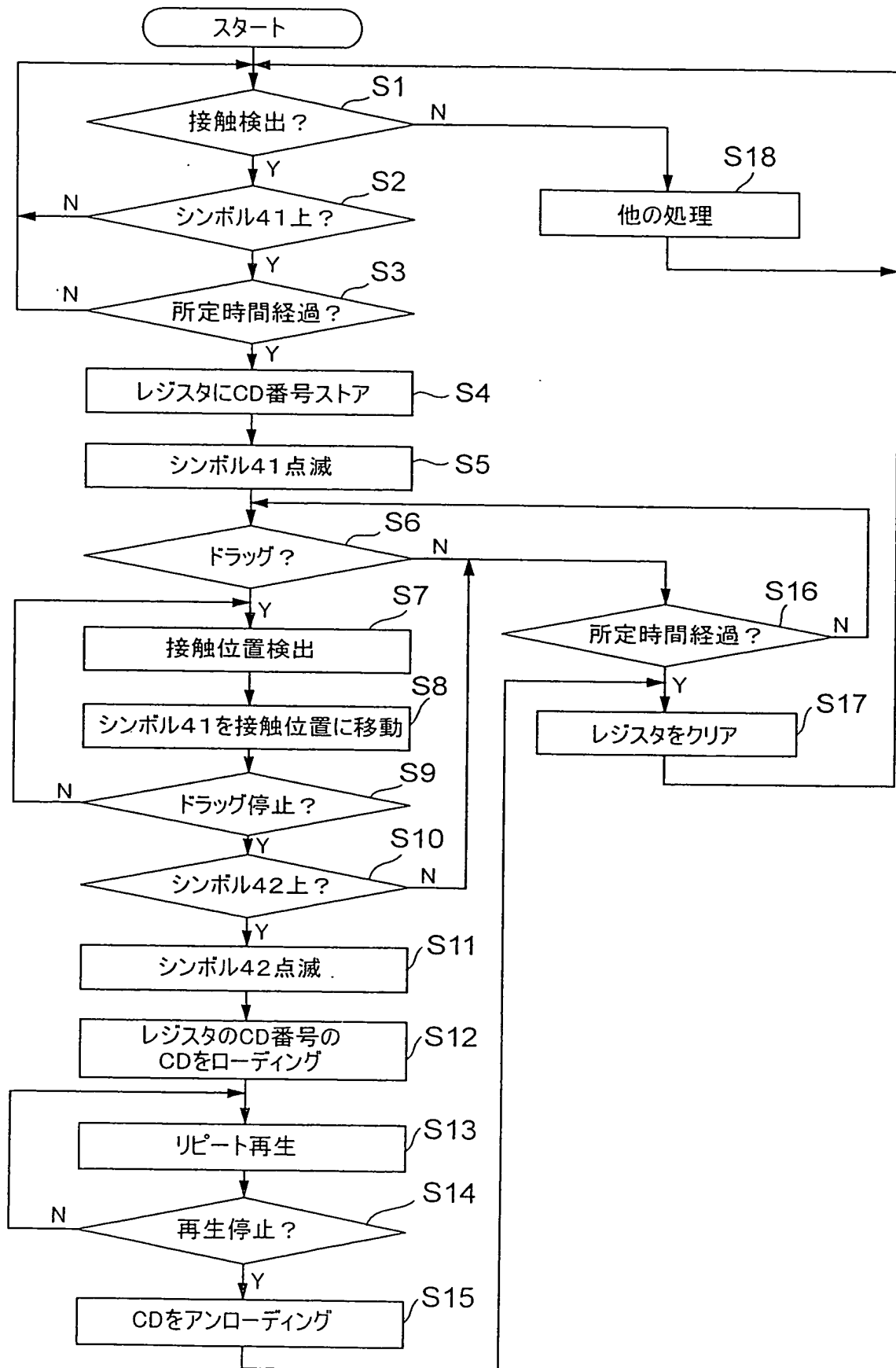
Fig.5a
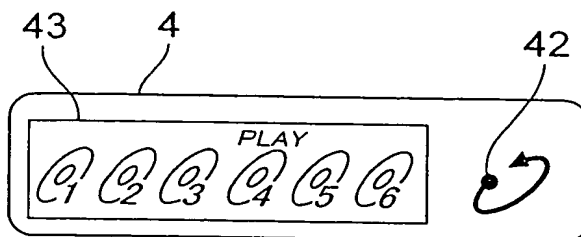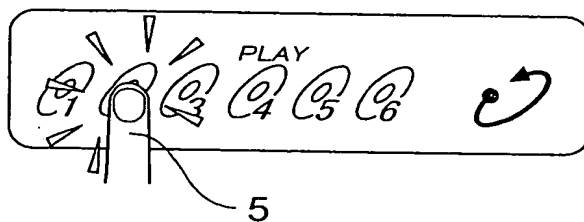
Fig.5b

Fig.5c

Fig.5d

Fig.5e

Fig.6a

44a(44) 44b(44) 44c(44) 45

PLAY

1 2 3 4 5 6

4

Fig.6b

PLAY

1 2 3 4 5 6

5

Fig.6c

PLAY

1 2 3 4 5 6

Fig.6d

PLAY

1 2 3 4 5 6

Fig.6e

PLAY

1 2 3 4 5 6

Fig. 7a

DISC TITLE

46

47

4

Fig. 7b

DISC TITLE

5

Fig. 7c

DISC TITLE DISC TITLE

Fig. 7d

DISC TITLE DISC TIT

48

Fig. 7e

SCROLL ON

Fig.8

その他　　　変更　　　ファックス　　　印刷
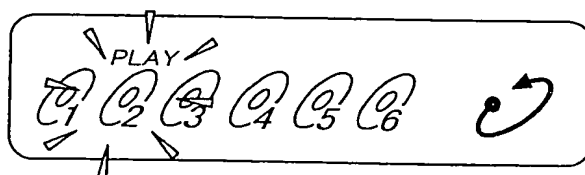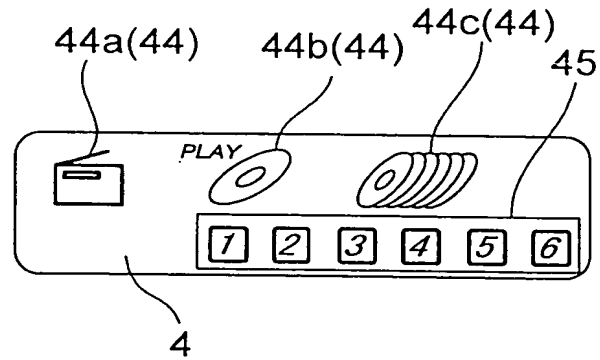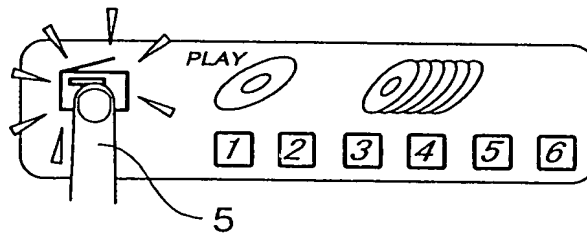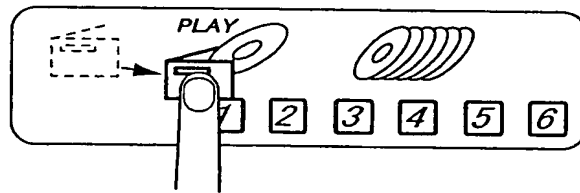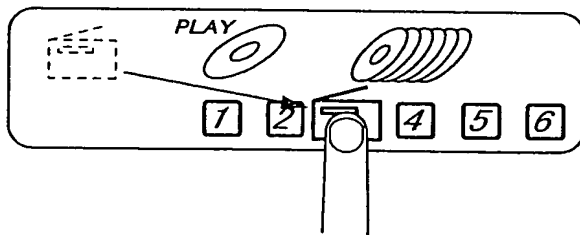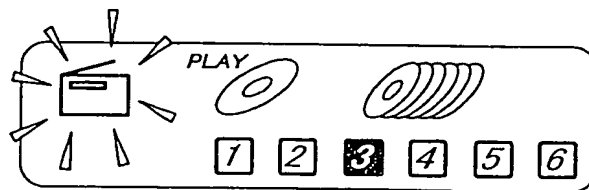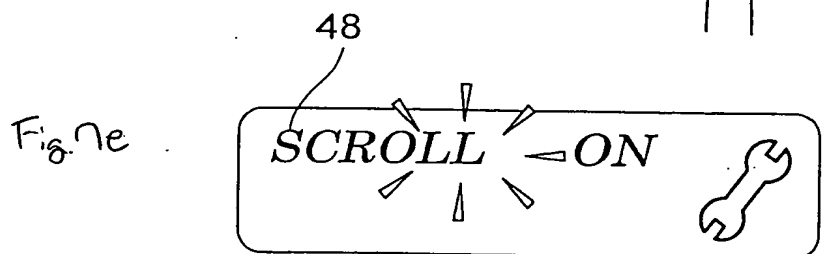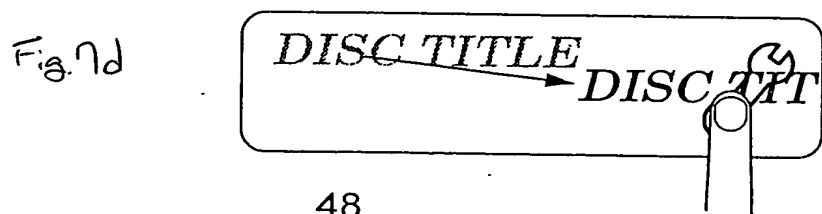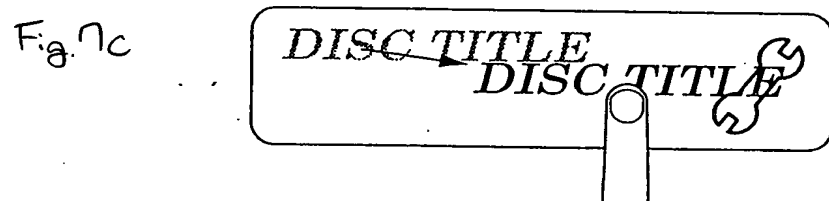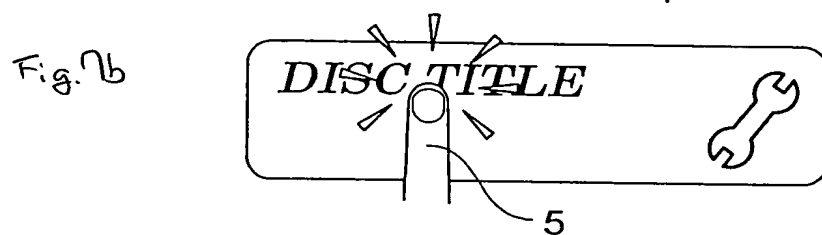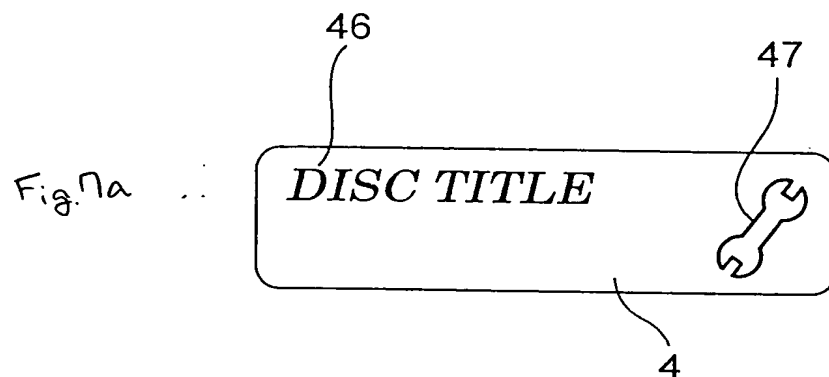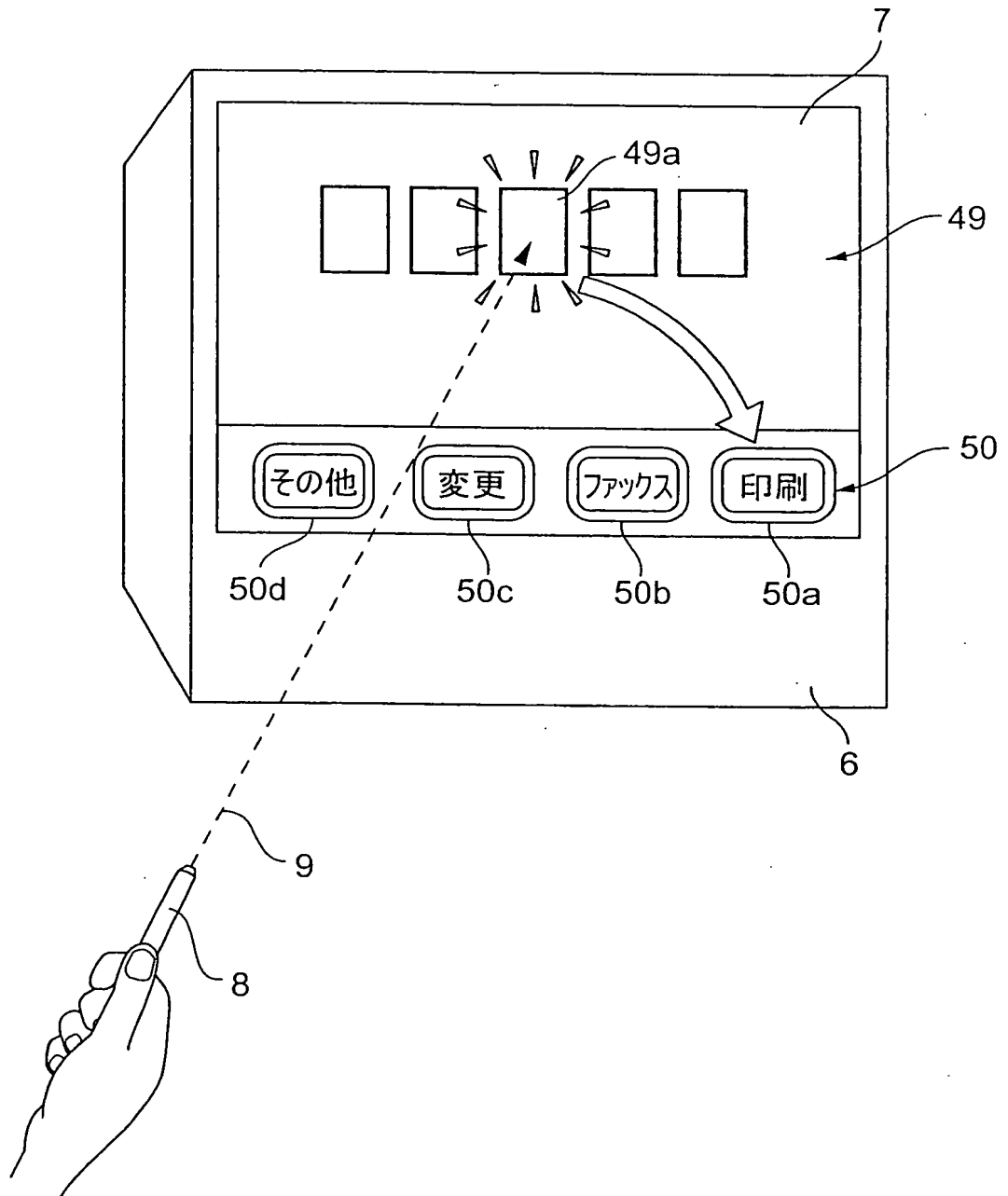
Fig. 8

50a PRINT

50b FAX

50c CHANGE

50d OTHER

Fig. 9

61 MAIN CPU

62 INTERFACE CIRCUIT

63 IMAGE SERVER

64 PRINTER

65 OTHER DEVICE

7 DISPLAY SENSOR

7a LIGHT SENSOR

7b DISPLAY

Fig. 10

71 CD-ROM PLAYER

72 VEHICLE SENSOR

73 OTHER DEVICE

74 MAIN CPU

75 INTERFACE CIRCUIT

76 DISPLAY TOUCH SENSOR
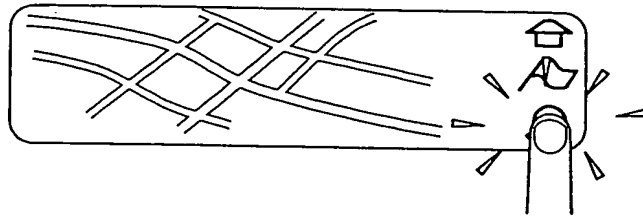
76a TOUCH SENSOR

76b DISPLAY

Fig.9

Fig.10

Fig.11a

78

79

76

77
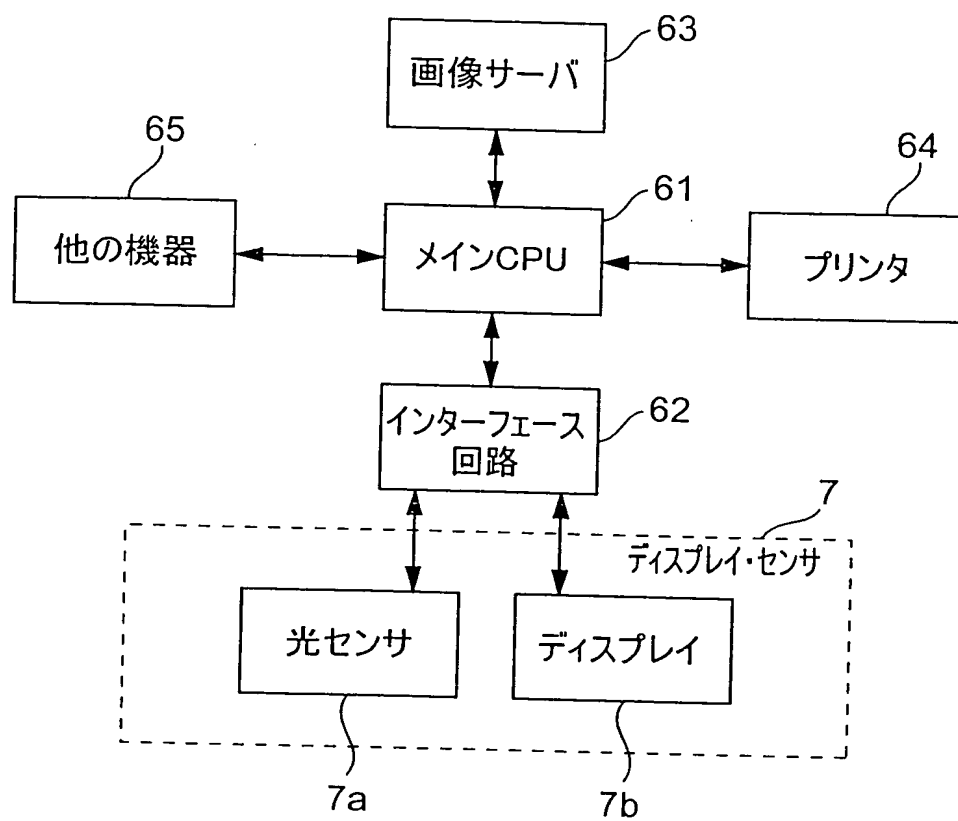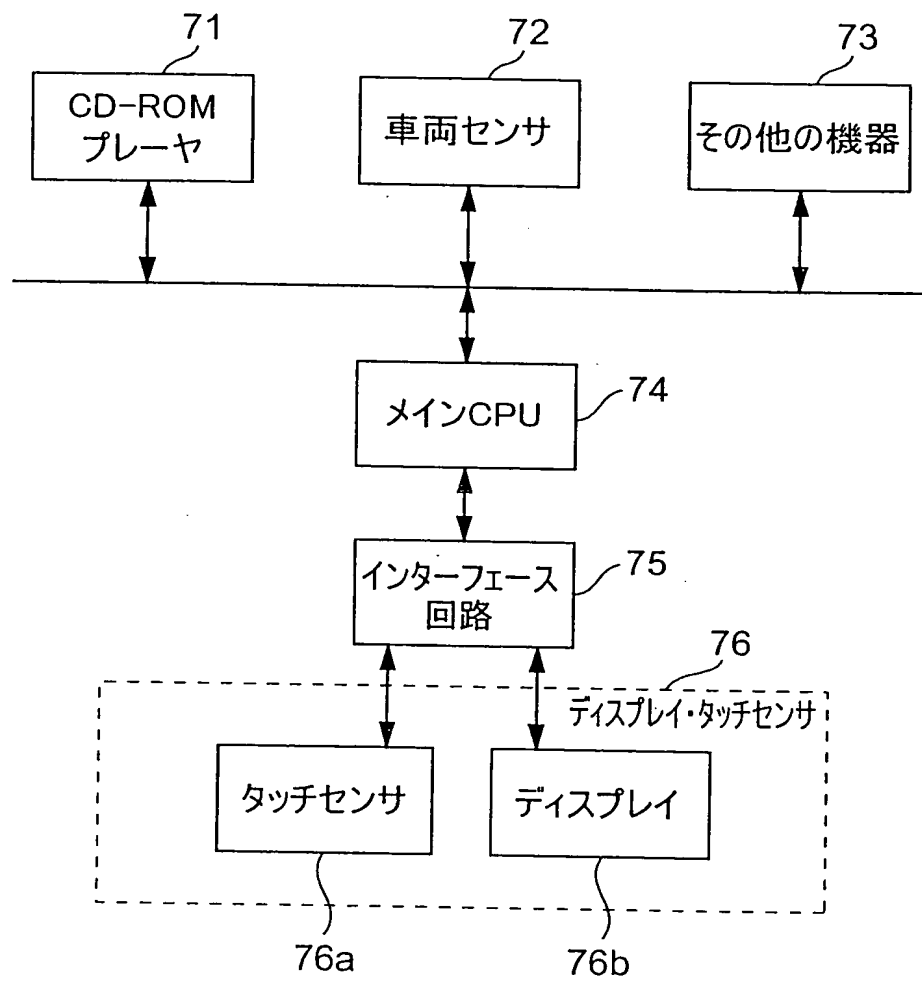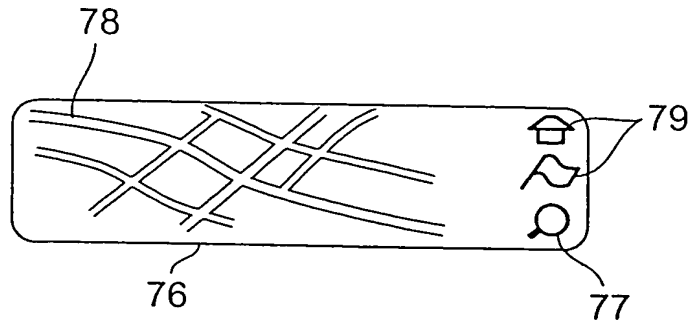
Fig.11b

Fig.11c

Fig.11d

Fig.11e